

The Victory Criterion Re-examined.

It is my present feeling that the whole postal Diplomacy world has been on a wild goose chase on the "majority" victory criterion question and that the intention of the author of the game was that victory would be achieved when a player had 18 pieces on the board and not before. My reasons for thinking so are the following:

1. Some sets, though I think not all, have, in addition to the book of rules, a short summarized statement of them for the benefit of those players who find reading six pages of the rulebook too great a chore. This summary states categorically that 18 pieces in the possession of one player is the requirement for victory.

2. In BROB, about two years ago, thinking that the "majority" statement in the rulebook meant what it said, but being in doubt whether this should be applied following the Fall moves but before the builds, or whether the builds should be made first, before counting to see if an absolute majority existed or not, the question was put to Mr. Calhamer and his opinion asked. He did not reply to the question. We should note that at that time a good deal of rule discussion was going on in the Diplomacy press, and Mr. Calhamer frequently contributed to that discussion, both in this magazine and elsewhere. Moreover, shortly afterward, when the Shagrin Alternate Route Convoy question arose, Mr. Calhamer, being asked here for his opinion, contributed a rather lengthy reply. So his failure to reply in the victory case seems to indicate that the question asked was not the right one, and that Mr. Calhamer didn't mean "majority on the board" in the sense that we are using it at all.

We should note that at that time, although not in the current edition of the rulebook, there were a number of games as given in the following table:

No. Players	No Supply Centres on board	Majority
7	34	18
6	30	16
5	25	13
4	22	12
3	16	9

It is now my feeling that the rulebook didn't want to use the space to give the figures shown in the last column above, as

the victory figure for each of the five possible games, and that by the expression "As soon as one player gains a majority of the pieces on the board, he is the winner." what was meant was something like, "As soon as a player obtains a number of pieces equal to the majority of the supply centres in the game he is playing, he is the winner." The latter statement is awkward and the simpler one in the rulebook was put in its place; unfortunately that simpler statement did not say what was meant, and so the whole "majority of pieces on the board" controversy arose.

My feeling that we were wrong in our interpretation of the book began to grow from the time of Mr. Calhamer's failure to reply to the question of waiting for builds or not, i.e., to decide between alternatives C and D as given in section 4 of last issue. It has been confirmed more recently. Some months ago, Mr. Calhamer very kindly sent me one of the dittoed sets of rules which were used before Games Research took over commercial production of the game. There the victory rule reads, "If any player gains a majority of the possible military units in the game...." (My underlining.) Had the word "possible" been retained in the printed version of the rules, the whole controversy, with its ramifications, would have been avoided, and it would have been apparent to all that 18 units were required for a win.

Incidentally, with the current edition of the rulebook, all of whose games, 7-man, 6-man, and 5-man, have a board with 34 centres, the matter can easily be rectified by writing "18 centres", instead of the current wording. It would have been more difficult earlier with 5 different games, each with its own appropriate figure.

In any future game begun in Bröbdingnag the victory criterion will be 18 forces on the board.

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Postal Strike in Canada.

I am writing this on Wednesday evening, July 17th. A postal strike is now scheduled to begin in Canada, tomorrow morning, the 18th. The local post office, like many smaller offices, will not be on strike so that players copies of this issue will likely have tomorrow's postmark. However, that may not help much if the larger centres are out as mail for distant points is, of course, channeled through the larger centres.

Negotiations are proceeding. I think that there is a possibility of the strike being called off at the 11 hour. If so, while there may be a day or two's delay pending ratification there should be no serious disruption. As far as the two games reported in this issue are concerned, a slight delay in delivery should not be too serious, as both have a Winter move coming up. I would ask the players in them to try to meet the announced deadline, if at all possible. If it is impossible, i.e. if the strike is at all prolonged, I will be aware of the fact. Have no fear, in such a
(continued on page 5.)

Game 1966AO

Fall 1909

GERMANO-TURKISH SQUEEZE ON FRANCE

Spring Retreats:

France: Army Burgundy to Gascony.

Fall moves:

England (Birsan): Fleet Mid-Atlantic Ocean to Portugal. Fleet
Edinburgh to North Sea.

France (Peery): Fleet Brest to English Channel. Army Venice stand.
Army Piedmont to Marseilles. Army Rome support
army Venice. Fleet Tyrrhenian Sea to Ionian Sea. Fleet Naples to
Apulia. Fleet Tunis support fleet Tyrrhenian Sea to Ionian. Army
Picardy to Paris. Army Gascony to Spain. Army Belgium stand.

Germany (Carey): Army Denmark to Belgium. Fleet North Sea convoy
army Denmark to Belgium. Army Holland support
army Denmark to Belgium. Army Burgundy to Picardy. Army Kiel
to Ruhr. Army Munich support army Kiel to Ruhr. Fleet London to
English Channel. Fleet Norway to Norwegian Sea. Fleet Helgoland
Bight stand. Army Moscow stand. Army Liverpool stand.

Turkey (Ollila): Fleet Apulia to Venice. Army Tyrolia support fleet
Apulia to Venice. Army Trieste support fleet
Apulia to Venice. Army Vienna support army Tyrolia. Fleet Ionian
Sea to Naples. Fleet Albania to Ionian Sea. Fleet Eastern Medi-
terranean support fleet Albania to Ionian Sea. Fleet Greece support
fleet Albania to Ionian Sea. Army Sevastopol stand. Army Budapest
stand. Fleet Adriatic support fleet ~~Munich~~ Apulia to Venice.

Underlined moves do not succeed. The French army Venice is dislodged
and must retreat. Piedmont and Tuscany are open to it. The French
army Belgium must retreat and only Burgundy is open.

As a result of these moves the belligerent powers control the supply
centres listed below,

England: Edinburgh, Portugal. 2. No change.

France: Brest Marseilles Paris, Spain, Rome, Tunis. 6. Must remove
4 units.

Germany: Berlin, Kiel, Munich, Warsaw, Moscow, St. Petersburg,
Denmark, Norway, Sweden, Belgium, Holland, Liverpool,
London. 13. May build 2.

Turkey: Ankara, Constantinople, Smyrna, Sevastopol, Bulgaria,
Greece, Rumania, Serbia, Budapest, Trieste, Vienna, Naples,
Venice. 13. May build 2.

Continued on page 5.

Game 1966 BI

Fall 1907

THE POWERS SURROUND GALICIA!
S I C S E M P E R P O L O N I A S

Spring 1907: There was an error in reporting the last move. The Turkish unit in Rumania is an army, not a fleet. The French army expelled from Vienna retreated to Galicia.

The moves:

England:

(Carey): Army Sevastopol to Armenia. Army Moscow to Sevastopol. Army Ukraine support army Moscow to Sevastopol. Army Livonia to Warsaw. Army Denmark to Livonia. Fleet Baltic convoy army Denmark to Livonia. Army Kiel stand. Fleet Norway to Barents Sea. Fleet Norwegian Sea stand. Fleet North Sea stand. Fleet Gulf of Bothnia to Sweden.

France (Eller): Army Galicia support army Budapest. Army Budapest support army Galicia. Army Venice to Apulia. Army Tuscany support army Rome. Fleet Tyrrhenian Sea to Naples. Army Rome support fleet Tyrrhenian Sea to Naples. Fleet Tunis to Ionian Sea. Fleet Western Mediterranean to Tyrrhenian Sea. Army Picardy stand. Army Munich support army Berlin. Army Berlin support army Munich.

Russia (Swenson): Army Silesia to Bohemia. Army Vienna support army Trieste to Budapest. Army Trieste to Budapest.

Turkey (Peery): Fleet Black Sea support army Rumania. Fleet Eastern Mediterranean to Ionian Sea. Fleet Naples support fleet Eastern Mediterranean to Ionian Sea. Army Apulia support fleet Naples. Fleet Adriatic support fleet Eastern Mediterranean to Ionian. Army Rumania support army Serbia to Budapest. Army Serbia to Budapest.

Underlined moves do not succeed. The Turkish fleet Naples is annihilated being dislodged and having no available retreat. There are no other retreats. As a result of these moves the belligerent powers control the supply centres listed below,

England: Edinburgh, Liverpool, London, Norway Sweden, Denmark, Holland, Kiel, St. Petersburg, Moscow, Warsaw, Sevastopol. 12. May build 1.

France: Brest, Marseilles, Paris, Belgium, Spain, Portugal, Berlin, Munich, Tunis, Naples, Rome, Venice, Budapest. 13. May build 2.

Russia: Trieste, Vienna. 2. Must remove 1 unit.

Turkey: Ankara, Constantinople, Smyrna, Bulgaria, Greece, Serbia, Rumania. 7. May build 1.

Deadline for builds and removals is Thursday 1 August, 1968. But see

item on postal strike, elsewhere in this issue.

Press Release:

Paris. Charles le Gall, glorious leader of the French people, has announced to the world that the Turkish invaders of Italy have been annihilated, save a pocket of resistance in Apulia, by the combined land and sea forces of the French empire. He has vowed to pursue the "Turkish cochons" to their homeland and destroy at longlast Lawrence Pasha's dreaded wind machine.

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Game 1966A0 (Continued from page 3).

Deadline for the doubtful retreat, and for the builds and removals is 1st August 1968. The builds may be made conditional upon the retreat. In connection with the dead-line the item on the Canadian postal strike should be read.

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Canadian Postal Strike (Continued from page 2).

case, I will be aware of the situation, and the deadline will be postponed by an appropriate amount. However I again ask players to use Air Mail and to try to meet the announced deadline, if possible at all.

(Incidentally, one set of moves, for one of the two games reported on in this issue, came in by the last possible mail delivery before the game deadline, and also the last possible mail delivery before the beginning of the strike. On the other game all moves were in several days previously. I would, I think, have committed that horrible crime of publishing ahead of deadline, in an effort to get the moves to players before the strike, except for one unfortunate circumstance. I had not yet received the last issue of Erehwon and so didn't know the assigned deadline, the position of pieces, or anything else. It also straggled in at the last possible moment, although I had been receiving moves for its games for the previous ten days.)

The other Erehwon games, and also the Graustark games, have deadlines of a day or two before or after the first of August. If the strike turns out to be a token one, and the prospects seem fair that this will be the case, they will not be affected by it. If it is prolonged, then deadlines will have to be drastically revised.

Other editors who have Canadian players in their games should note the fact of the strike and make allowances in enforcing their deadlines.

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In making a comparison of the British efforts in the two World Wars the historian is bound to observe that successful diplomacy before 1914 was the prelude to a remarkably unimaginative military leadership, whereas the lack of foreign policy before 1939 was redeemed by a subsequent brilliance in both strategy and tactics. We excuse the earlier generals in so far as they were misled by the French, who lacked any recent military experience, but that was not the whole of the story. For the generals of the two World Wars did not even have the same racial origin. After our experience of Scottish generals in 1914-18 we developed an unconscious prejudice against them. We also seem to have realized that the best way to exclude the Scots is to call in the protestant Irish. Our best generals of the Second World War were Irish almost to a man, with essentially the same background as the Duke of Wellington. There was nothing in these tactics to preserve us from Scottish Prime Ministers and Archbishops, but it saved us from the worst in 1939-1945.

- A Law Unto Th emselves.

by C. Northcote Parkinson.

So, Derek, all is explained. And Boardman's article in Diplomacy #18 seems to be wrong.

With all respect to Alexander, Allan Brooke, and, somewhere down the list, to Montgomery, it seems to me th at one of the best of the top commanders of British forces in World War II was an Englishman, Wavell. He was a quiet man, and had the misfortune to serve under a leader who, himself flamboyant in word and deed, expected that quality in others. He didn't really get his chance. I suppose the same could be said of one Scot, Auchinleck, but it is Wavell that I have always felt was mistreated by events.

"..... the sordidness of war. You cannot gild it. The raw shows through."

Who? Where? When? No Diplomacy bulletin is complete without its quiz these days. No prizes.

Diplomacy is a game manufactured and sold by Games Research, Inc., 48 Wareham St., Boston, Mass., 02118. It has spawned, the only word, a multitude of journals devoted to the postal play of the game. Among which is

Broddingnag. Edited and published by John McCallum, Ralston, Alberta, Canada, it sells for ten cents a copy. Copies of most back issues are available.